

N100: Bar Patrons



By Ed Button

Hello friend!

I hope you're well.

Perhaps you're neck deep in creating a compelling story for your players, but you've stared at your screen for untold hours and made dozens - maybe hundreds - of NPCs already. You're fried. You need a small spark of inspiration.

Or you need just *one more reason* to get the party going on a quest, but you've hit a wall.

That's where this table comes in. I'm Ed Button. I've loved writing since I was young, and I love creating interesting characters, scenarios, and situations that I can plug into a tabletop campaign or turn into an interesting backstory for NPCs or a character the next time I play. Long story short: I make things like this for fun, and these system-agnostic D100 tables for fantasy settings I've worked on are a fun way for me to flex my creative muscles.

What you'll need to use this table is:

- A D100. If you don't have a physical one, look for one online on sites like www.rolladie.net.
- An open mind. If you want to lift these characters in part or in whole for your campaign, feel free. Maybe one of these characters inspires a full-blown story arc! I certainly hope so. That's why I made it!

All I ask is that you don't use these ideas in works you plan to publish or sell.

If you paid for this document, thank you! I deeply appreciate your patronage. If you haven't, that's ok too. If you end up liking this one, feel free to check out my other offerings both current and upcoming on DMs Guild. Maybe something else there will also strike your fancy. And if you have a dollar to spare, that's great. Again, I use this as a creative outlet more than anything so it's not a main source of income.

I hope this document will help you in some way.

In solidarity,

A stylized, handwritten signature in black ink, appearing to be 'Ed' or 'Ed Button'.

1	A drunk halfling who consistently overestimates his ability to put away alcoholic beverages. He visits the bar far more often than he should, much to his wife's dismay.	11	A shirtless man covered in scars enters and steals an ale from the closest table. As the customer stands up to question the stranger, he sees his scars and sits back down.
2	A half-orc barkeep with flowing pitch-black hair who seems to have gotten most of his genes from the "orc" side of the family. He is all muscle with a leather pauldron on his left shoulder. When he isn't tending the bar during his shift, he also acts as the bouncer.. You gather he was an adventurer in years past. In addition to the pauldron he wears commoner pants, leather gloves, and a common fabric shirt.	12	A large cloaked figure enters the bar, staggering as it clumsily makes its way to a nearby table. A character with a high enough perception will be able to discern this rather large individual is three kobolds in a trenchcoat.
3	A dirty human child has sneaked their way into the tavern and is taking food off of the plates of unsuspecting patrons.	13	A dragonborn paladin bursts through the door, nearly knocking it off of its hinges. They are out of breath. In a booming voice the paladin declares, "I KNOW YOU'RE HERE, YOU COWARD. SHOW YOURSELF."
4	A gnome dances on a nearby table. Despite his clearly intoxicated state, he's doing a fantastic job and has drawn several patrons over to his performance.	14	A half-elf is dancing around the bar in an elegant manner. It's a busy time of day for the establishment and you can tell some patrons are worried that they may end up running into someone, but the dancer hasn't so far. As they twirl past the PC's table, one of them locks eyes with the ballerina. They are terrified.
5	A decrepit old man with a large sack comes into the bar. After scanning the room for an empty table, he finds one. You notice he is looking around the room and nervously tapping the table. The sack stays close to him. You swear you saw it move.	15	A woman performs an older piece of music while playing her lute in the back corner of the bar. One by one, nearby patrons are drawn over to her performance.
6	A swarthy man is running a raucous card game in a back corner of the bar. One of the players accuses him of cheating.	16	A young human male who seems to be in his early 20s is sitting by himself at a table. He is sweating profusely, and continuously muttering "Focus on the mission. There is nothing but the mission."
7	An attractive female barbarian standing at the bar, occasionally looking around the room. You can tell she is frustrated, but you're unsure if it's because she is waiting for her order or if she's looking for someone.	17	An older human man with a wooden sword is having a small dueling session with several younger men. The youth are trying as hard as they can to hit their mentor, to no avail.
8	An irate human begins to yell loudly about the food brought to him. He says that there was a rat tail found in his dish and demands a refund. The cook disputes this and says they're just trying to get a free meal.	18	One of the patrons is ranting loudly about the quality of ale offered in this establishment. They believe the beer has become old and stale, and a nearby tavern's beer is immeasurably better in taste and quality.
9	A halfling woman in a cloak sits reading a book and nursing a drink. You notice as she reaches for her drink that she has had her left hand replaced with a mechanical contraption.	19	A fur trapper enters the establishment, carrying his recent kills after a long day in the forest. Some of the carcasses smell better than others but none of them smell appealing.
10	A mysterious figure sits at a corner table smoking a pipe. You see some approach the person, but he offers only a quick, dismissive wave.	20	A dwarf is walking around trying to give away a rather large leather bound tome to anyone who will take it. He believes the book is cursed and wants rid of it.

21	An elf or half-elf you assume is a privateer is arguing with another, more portly man by the back exit of the establishment, although you can't make out why. A shoving match ensues.	31	Patrons are enjoying a nice night in the local bar. Suddenly, a stray fire bolt flies through the nearby window and strikes the wall just above the bartender, sending alcohol and flames flying. A wizard rushes into the bar and apologizes profusely before running off..
22	An older human man in a back corner table continues to hold his hand over the candle at the table until he can not hold it anymore, but resumes a short time later. The candle reveals that the area of his hand he continually places over the flame is scarred.	32	A well-known gang of ruffians enter the bar and begins giving the barkeep a hard time. You see the tapster disappear underneath the bar before standing a short time later holding what looks to be a pouch of coins.
23	Two dwarfs are having a drinking contest and begin to argue. After a particularly loud bout of yelling, one of them falls face first onto the floor.	33	The establishment owner is in a small room behind the bar counting the take from earlier in the day. It's an extravagant amount of money. More than what this bar of this size and reputation brings in during a given month, let alone a day.
24	A passed out elf wearing several valuable-looking pieces of jewelry. Three rough-looking men keep pointing at her and discussing the jewelry. You think they may be scheming to rob her.	34	A woman bursts through the door of the bar, screaming that her children have disappeared from her side at the market. She believes a hag has taken them.
25	A gnome pickpocket who the party happens to see sneaking coins and valuables out of the pockets of bar patrons.	35	Two local constables are going table to table, asking if anyone has seen a known thief that had been rumored to be in the region. The face on their poster looks similar to a member of the party.
26	A stoic red dragonborn fighter, who is the bouncer for this establishment. The only thing he is more skilled at than violence is silence. Patrons have tried to make a game out of getting him to react to situations.	36	The barkeep approaches the members of the party. He dispenses several platitudes about their "heartiness" and assumed physical abilities. He slowly gets around to asking them to help rid the bar of a pest infestation.
27	A half-elf barmaid is running around taking orders. It's their first day and they are clearly in over their head.	37	The party is enjoying themselves at an establishment when a high-pitched scream cuts through the room. One of the patrons begins convulsing and hits the floor. He seems to have drunk a cup of a corrosive agent.
28	A human cleric has been tied up in the back corner of the bar. They have been silenced with a gag in their mouth. You overhear patrons saying they came into the bar yelling and screaming about the end times before customers put an end to that.	38	A human is quietly attempting to sell jewelry to inebriated women in the bar. The jewelry is clearly counterfeit.
29	A halfling family is trying to enjoy a nice dinner out but their table is constantly being bumped into by some of the more rowdy people in the bar.	39	A gnome is rocking on a bar stool, spinning it in circles and performing other acrobatic tricks as if riding a bull.
30	A druid has set up a pop up store in the corner of the bar. They are selling healthy, natural snacks to patrons, much to the dismay of the chef.	40	A man is lamenting his lot in life to any patron that will listen. Most do not want to.

41	A con artist is using his proficiency in slight-of-hand tricks to rob patrons blind.	54	An elf is selling ornate jewelry, watches, and more out of an elegant chest.
42	An old sailor with one arm is regaling any who will listen about his life at sea: Sirens, storm giants, you name it, he's seen it.	55	A dragonborn warrior is drunk and challenging anyone and everyone to fight.
43	The party hears a nearby table discussing a recent rumor of spies from a warring kingdom infiltrating the city.	56	A local inventor is showing off his newest creation: a mechanical assistant that listens to commands (until it doesn't).
44	A known thief walks into the bar and is immediately accosted by the barkeep and/or the bouncer. The thief says he has changed his ways and has become a monk, and wishes to make atonement for his prior ways.	57	A woman enters the establishment, walks up to someone at the bar, consumes their drink, and then leaves.
45	One of the richest people in the city enters the tavern. He buys a round for the whole establishment.	58	A bar patron is ordering one of everything on the menu. However, the patron doesn't have the money. (Or, they're taking forever to order!)
46	A younger man comes in and sits at the bar with his pet turtle. He says the turtle is "his protector" and is "special".	59	A half-elf enters the bar and speaks with the owner, asking for unused food and/or monetary donations for a local homeless shelter.
47	A reporter enters the bar hoping patrons will give him information on a local ruffian. He eventually leaves, and a small group follows closely behind.	60	A man is passing out fliers to all patrons. The flier contains unfair defamatory and conspiratory statements about a group (or groups) that aren't human.
48	A magician named The Great Gerald performs slight-of-hand tricks on a small corner stage near the front door of the establishment. The tricks are <i>not</i> good.	61	A handsome man is regaling war stories to a group of attractive women. A high enough Insight check reveals this "veteran" is lying.
49	A half-elf wearing stunning regalia enters the establishment and asks for the finest food and drink.	62	An unsuspecting man is drinking alone at a table. Nothing is unusual about him, and his glass is never empty.
50	The party is enjoying a night out. As time goes on, they start to notice that more and more patrons are wearing black cloaks and staring at them.	63	An unsuspecting man is drinking alone at a table. He eventually tries to rob the bar with help from several others strategically placed around the establishment.
51	A man in pauper's clothing enters the establishment and begins leaving strange golden coins at all of the tables. These coins are not of any known currency.	64	A gnome is playing an instrument similar to a slide whistle as loud as he can, much to the dismay of the bar patrons.
52	A man sitting at the bar complains of a headache. About an hour later he begins banging on the bar and screams before his head explodes.	65	A woman enters the bar and hands out small boxes to all patrons before leaving. If the party follows her outside, she is nowhere to be seen.
53	A dwarf covered in sores enters the bar and begins begging everyone for help. Whoever they touch begins to grow the sores on their body.	66	The bar is empty, save for the bartender. They offer the party drinks on the house in exchange for promoting the establishment. A Perception check reveals there is something wrong with the drinks.
		67	A tall, muscular barbarian enters with a female companion. She is visibly afraid of them, but also carries several deadly weapons.

68	A young woman enters the bar and quickly walks up to the bartender and stabs them.	75	A server is carrying over a dozen flagons on a tray. A patron in the bar trips the server, sending cups and ale all over the place.
69	A couple is sitting in the back corner arguing. The woman stands up to leave but the man grabs her arm. He takes a tankard to the face and the woman leaves.	76	A dwarf hands out small cards to patrons. They are trying to undercut the bar's business by selling their own brew in the alley across the street.
70	A gnome enters the establishment, attempting to sneak around and steal sips out of customer's glasses.	77	Two half-orcs are on a date and seem to be having a good time.
71	A man rushes into the bar, startling the patrons. He is crying uncontrollably. He begs for help to put out the fire that has consumed his home.	78	A gnome is overtly flirting with anyone and everyone that will give them the time of day.
72	A dragonborn sits at a table. A crowd is gathered. He is playing five finger filet.	79	A dragonborn and a tiefling are in the final moments of a card game. A large crowd has gathered and have placed bets on who will win.
73	A bulky human is trying to beat the establishment's record for most drinks consumed in one sitting.	80	An abnormally buff dwarf is performing random feats of strength to bar patrons in exchange for coin or drinks.
74	A man enters the bar and speaks with the bartender. The bartender hands him linens, which the patron wraps around his fists before disappearing into a back room.		

81	A carriage driver enters the establishment and asks for a member of the party, stating that "Their presence is urgently requested".	88	A man believed to have been "cursed" is lamenting his lot in life, trying to find respite in a stiff drink.
82	An older woman enters the bar. You see her slip something into the drink of a patron before making her way to the exit.	89	A forlorn human is sitting alone, with a drink in front of themselves and in the empty spot across from them.
83	A white/silver dragonborn is offering to chill drinks that have gotten warm...for a price.	90	A young chef is trying to get hired as the tavern cook.
84	A human carrying a box sits at the bar and orders a drink. Inside the box is a variety of snakes.	91	A person is playing with the tavern cat, using a small strip of leather as part of a game of keep-away.
85	A human in garb from a faraway land is eyeing each person entering the bar. They're using a knife to pick at their teeth.	92	An old human male sits and stares at a mysterious glass orb sitting in front of him.
86	A courier bursts into the establishment and delivers a member of the party a letter marked "Urgent!"	93	A young wizard (or other magic user) is using the Shape Water cantrip to clean tables and/or patrons.
87	A group of young workers are enjoying drinks after work.	94	A woman in an ornate, colorful coat enters the bar. The coat is extremely shiny, to the point of being a nuisance.

95	A lovesick bard is writing a song about their most recent muse. They believe the song will "win their heart back".	98	A half-elf is wandering from table to table checking in on the patrons. They do not work here.
96	A young monk performs a demonstration of their chosen fighting style. They're not very coordinated.	99	A monk is drinking an herbal tea at a table. His hat mostly hides a face that is monitoring the establishment.
97	A young woman is creating paper animal crafts in a corner seat.	100	A tightly-wound tiefling is scared by a dropped glass, to the point of spilling their drink all over themselves.

CREDITS

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Ed Button is a former award-winning journalist who has since changed careers and now works in the non-profit sector. When not working, he is spending time with his family or relaxing with one of his several hobbies: playing video games, painting minis or crafting tabletop terrain, taking care of the family pets, or writing tables like this.

Special thanks to my wife DeeDee for always supporting my hyperfixations and peculiarities, even though she may not understand them. You're my inspiration and the glue that holds our house together. I love you infinitely.

Thanks to my longest-running friend, Matt, for always being willing to help out, whether it's advice or looking over my D100 tables for days on end. Love you, buddy!

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